

AMENDMENTS TO THE SPECIFICATION

Please replace the first full paragraph on page 12, continuing on to page 13 with the following paragraph:

A 1 Turning to box 308, the synchronization process is started. The sync engine 224 concurrently plays streaming media file 202 and displays one or more static media files 204. Alternatively, or in combination with the above playback, one or more portions of transcript files 206 can be played. ~~{Technical question: is the sync engine playing, or is it linking and serving the files it identifies, while a client (e.g., X-server or other) does the actual "playing"??}~~ In one embodiment, the sync engine 224 preferably links and serves the files, while a client (e.g., X-server or other server application) actually transmits the data to the end user. The sync engine 224 can also be implemented so that the sync engine 224 actually serves the streaming media files 202 and/or the static media files 204. Next, as shown in box 310, as the streaming media file 202 is playing, the sync engine 224 receives system inputs that establish synchronization points. As used herein, the term "synchronization point" refers to a specific point in time during the presentation of a streaming media file 202 at which a particular static media file 204 or subtitle is made to appear. Thus in a completed mixed-media presentation, for example the mixed-media presentation of Figure 1, as a streaming media file (e.g. video) plays in section 100, each static media file (e.g. slides) or subtitle appears within sections 102 or 104 when its respective synchronization point has been reached. By the end of the presentation, all of the slides or subtitles will have cycled through and appeared in sections 102 or 104.

On page 16, please replace the paragraph beginning on line 10 with the following paragraph:

A 2 Moving on to box 508 of Figure 5A, when an input is received sync engine 224 queries streaming media file 202 to obtain a time marker. Upon receiving this query, streaming media file 202 generates a time marker and sends it to sync engine 224. ~~{Please explain in technical terms how the time marker is generated. We were told that the sync engine queries the video for a time marker, but my guess is that the video file cannot generate a time marker itself, and that another device performs this process. Please explain what is being queried.}~~ The time marker indicates how much "run time" has elapsed since the start of the streaming media file. As used herein, the term run time refers to a quantity of time that has elapsed since the start of the

A2 streaming media file, taking into account only the actual playing of the streaming media and not including time incurred due to pauses, rewinds, and fast forwards.
